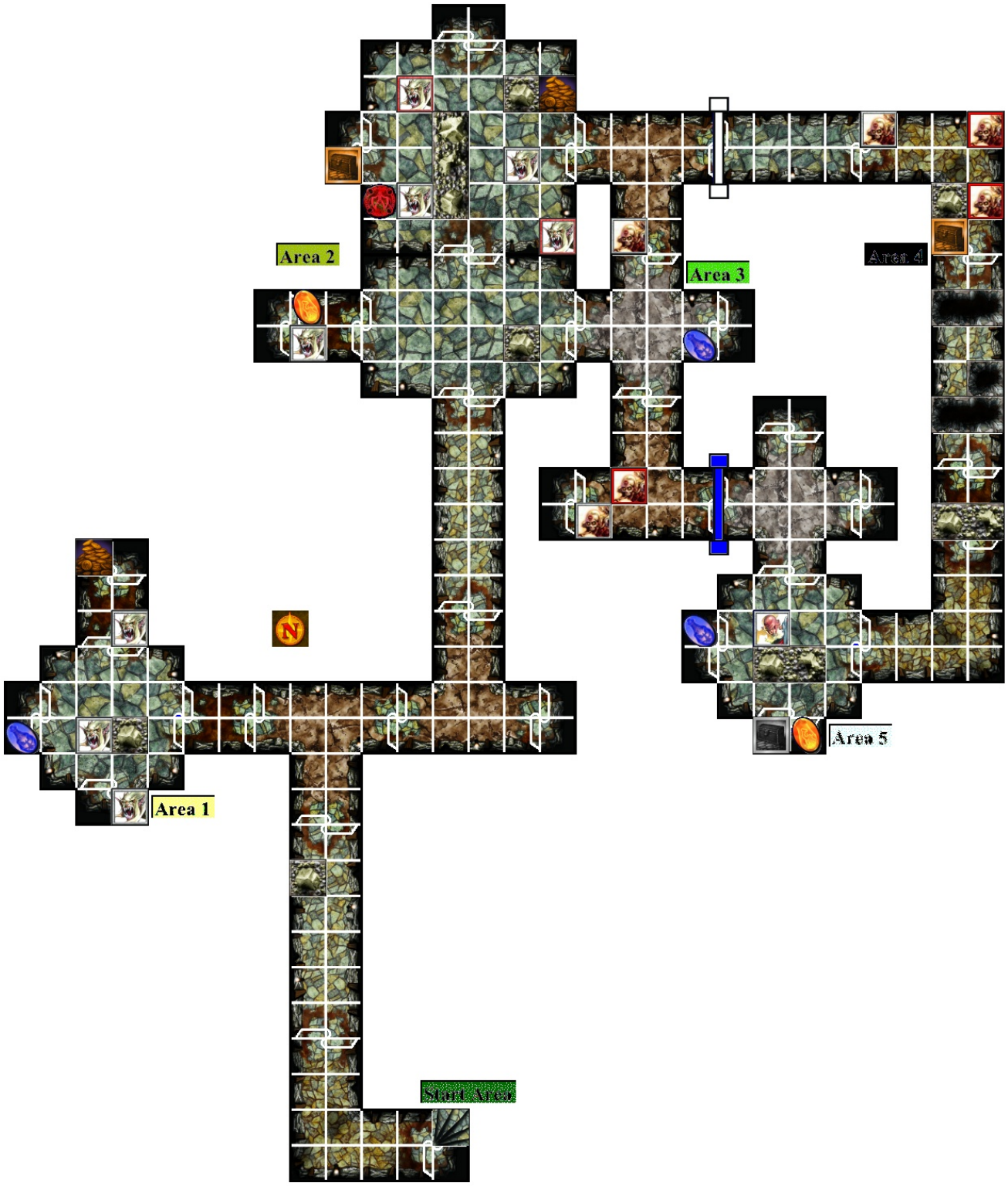

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Lost and Found

By Lexthilian

Quest Background

You have entered the small town of Shoel, a simple mining and farming community. While standing outside the local trader's shop examining your newly bought wares, two men, one dressed in moderate atire and the other wearing dark leathers approaches. The first one steps forward and says, "Excuse me, allow me to introduce myself. My name is Thuvin member of the city council of Shoel, and judging by your outfittings I assume you are all adventurers or at least mercenaries. I would like to offer you a task, a simple one really. A member of our community has gone "missing". Well... not really missing, for we do know where he is, it's just that we would like to make sure he is okay, and if so, returned to our town. His name is Gonim an aspireing mage whose "experiments" were rather bothersome for many locals so he was told to move his practices elsewhere. He moved into an abandoned copper mine in the hills though he regularly comes into town for supplies. However, he has not been seen for quite some time and we would appreciate it if someone of your nature could find out if he is okay and if so, escort him back to town. One of our local trackers here will lead you to the mine and....oh, one more thing, Gonim is not particularly dangerous although he was known to be dabbleing in necromancy and conjuration. At any rate I am pleased and confident at your undertaking of this task." Thuvin grabs one of your hands, shakes it then says," Armant here, our local tracker will now lead you to the mine. Thank you and farewell." Without time to contemplate the abrupt meeting, the man in dark leathers motions for you to follow him.

Quest Goals

After being led to the mine by the silent tracker Armant, you prepare to enter the darkness of the mine. Your goal is to find Gonim and bring him back to town alive. You start with 4 conquest tokens. If you ever run out of conquest tokens or if Gonim is killed then you have failed the mission.

Area 1

A small chamber once worked by miners appears before you. Upon your approach three skulking creatures turn towards you and attack.

Area 2

Once the main work room of the mine, this large chamber now contains the rotting remains of many wooden boxes and tools. Shadows in the distance move as your light enters the room as several beastmen quickly ascend upon you.

Area 3

These passages are littered with small loose stones and shards of timbers once used for the shoreing of the mine long ago. You hear a faint creaking sound as skeletal figures move into view.

Important: As the characters examine the blue door read the following.

This door, although much like the northern door in its weathered state of decay, is held firm by some magical energy. It apparantly cannot be opened by any normal means.

Area 4

Your light barely shines down this long passage. The low ceiling has collapsed in some areas and there are numerous sinks holes throughout the passage. Towards the south the timbers have given away and the ceiling has collapsed, apparantly blocking your progress. However you do notice the blockage is not as large as may seem for their is a faint light from the other side coming through some cracks in the rubble. Perhaps you can "tunnel" through to the other side.

Important: It will take one character 3 turns to tunnel through to the other side. Only one other character standing to the side of the first may help, in which case they may have it completed in 2 turns. This cycle of turns should give the overlord time to play spawn cards in areas behind the characters. If the characters are interrupted, remember to keep track of the number of turns spent digging so the characters are not robbed of their progress, use tokens or such to mark the number of turns.

Area 5

As you advance around the corner you see a chamber lit with many candles. About the chamber are makeshift furnishings creating a living and labratory for its occupant who is standing in the center quite nervously. Upon seeing you he quickly steps forward and says, " You.... you must be from town, from Shoel?"
You explain to him that you were sent here to find Gonim and escort him back to town. He then says, "I am Gonim, although I'm not sure if I like the idea of going back, but anything is better than being here with these damnable beasts. They are uncontrollable! I have tried everything! That is why I sealed myself in here. The door... I can open it with this key I imbued to work with the magical seal. I have some items here, take what you want as my thanks for your risk in this task. I will follow you to town if you assure me of my safety back, this door once opened cannot be resealed." You convince him that you will protect him and he cautiously hands you the key.

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Important: From this point on Gonim must be controlled by one of the players and activates on that players turn. Gonim will not fight and if he is killed the mission is failed. His statistics are: Move: 4 Armor: 0 Life: 8

If the players succeed in escorting Gonim back to town they are met by Thuvin who gladly thanks them for there success. The players receive 4 conquest tokens.

Treasure

Chests
Copper1: 1 copper treasure, 2 conquest tokens
Copper2: 1 copper treasure, 100 coins

Silver1: 1 silver treasure, 2 conquest tokens

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